

1 ABSTRACT

2 A system collects entropy data and stores the entropy data in a nonvolatile  
3 memory. The entropy data stored in the nonvolatile memory is updated with  
4 newly collected entropy data. The entropy data stored in the nonvolatile memory  
5 is used to generate a string of random bits. The entropy data is collected from  
6 multiple sources within a computer system and may include data related to a  
7 processor in the computer system and an operating system executing on the  
8 computer system. The entropy data is maintained in a protected portion of an  
9 operating system kernel. A hashing algorithm is applied to the entropy data to  
10 generate random seed data.  
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